**Slide 4:** Many therapeutic activities are aimed at improving certain aspects of verbal communication in autistic children.

Using innovative technologies with autistic children and young people allows to present the didactic and educational material choosing a mainly visual-spatial language that we know to be their strong point.

Some recent scientific studies have shown improvements in social skills by some adolescents with autism after the use of advanced technologies. Our project is a combination of two different technologies: virtual reality and smart object. Each child will have to use one of the two technologies. Our project deals with a research topic that is not much developed: the collaboration between disabled children and communication between two different technologies. There are no similar projects to ours, which use the two technologies simultaneously on two different users.

**Slide 11:** Our project can be considered an excellent solution to the problem of verbal communication between disabled children because we are able to entice them through a fun and interactive game and thanks to audio-visual stimuli.

TamaDolphin has a lot of potential as a project thanks to its strength that is verbal communication which allows you to easily expand the activities to be carried out by users.

For a future implementation we would like to include new rounds in the game with new activities to be carried out by users. It would be very interesting to insert a new round in which the need for the dolphin appears initially on the physical dolphin instead of on the VR.

To be able to give a complete experience to both children would be necessary for a future implementation to add a new activity associated with a new need that will arise on the dolphin SAM.